

LISTING OF CLAIMS AND AMENDMENTS

Claim 1 (Original). A method of translingual synthesis of visual speech from a given audio signal in a first language, comprising the steps of:

receiving input audio and text of the first language;

generating a phonetic alignment based on best phone boundaries using the speech recognition system of the second language and its own set of phones and mapping to convert the phones from the second language to the phones in the first language so as to get an effective alignment in the phone set of the first language;

performing a phone to viseme mapping to get a corresponding visemic alignment which generates a sequence of visemes which are to be animated to get a desired video; and

animating the sequence of viseme images to get a desired video synthesized output aligned with the input audio signals of the first language.

Claim 2 (Original). The method of translingual synthesis of visual speech of claim 1, wherein the step of performing phone to viseme mapping is performed using a viseme database in the second language.

Claim 3 (Original). The method of translingual synthesis of visual speech of claim 1, wherein the step of performing phone to viseme mapping is performed using a viseme database in the first language.

Claim 4 (Currently Amended). A computer implemented method of implementing audio driven facial animation system in a first language, referred to as the novel language using a speech recognition system of a second language, referred to as the base language, the method comprising the steps of:

determining whether a correspondence exists between an audio speech signal of the novel language and a phone of the base language, and, if there is no correspondence between audio data of the novel language and a phone of the base language, identify a closest phone of the base language which best matches that of the novel language; and

writing a word of the novel language into a base language database and

adding it to a new vocabulary of a speech recognition system of the base language;

and

using the new vocabulary to generate a line alignment of the audio speech signal with a corresponding word of the base language vocabulary.

Claim 5 (Canceled)

Claim 6 (Currently amended) The computer implemented method of implementing audio driven facial animation system of claim 4 5, wherein the phonetically closest phone is chosen.

Claim 7 (Currently amended) The computer implemented method of implementing audio driven facial animation system of claim 4 5, wherein the visemically closest phone is chosen.

Claim 8 (Currently amended) The computer implemented method of implementing audio driven facial animation system of claim 4 5, further ~~comprising the step of using the new vocabulary to generate a time alignment of the audio speech signal with a~~ the corresponding ~~the phonetic~~ word of the base language vocabulary is a phonetic word.

Claim 9 (Currently Amended) The computer implemented method of implementing audio driven facial animation system of claim 54, further ~~comprising the step of using the new vocabulary to generate a time alignment of the audio speech signal with a~~ the corresponding ~~the visemic~~ word of the base language vocabulary is a visemic word.

Claim 10 (Original) The computer implemented method of implementing audio driven facial animation system of claim 9, further comprising the step of using the time alignment system of the audio speech signal with a corresponding visemic word of the base language vocabulary to drive images in video animation for generating an animated video in the facial animation system in the first language.